

Hand & Foot

THE PACK

Hand and Foot uses at minimum two more full decks than the number of players. A deck includes Jokers.

OBJECT OF THE GAME

Be the first to get rid of all your cards, 'hand' first, and then 'foot' while scoring the most points. First player or team to reach 20,000 points or have the most points after 4 rounds wins.

CARD VALUES/SCORING

Jokers (Wild Cards) - 50 points

Deuces (Wild Cards) - 20 Points

Aces - 20 Points

Eights through Kings - 10 Points

Threes through Sevens - 5 Points

THE DEAL

Shuffle the decks of cards thoroughly. Each player is dealt 11 cards. This first set of 11 cards is called a 'Hand'. The 'Hand' can be picked up and examined by each player.

Each player is then dealt a second set of 11 cards. This second set of dealt cards is called the 'Foot', which is played when the 'Hand' has been used up, and is kept face-down.

Now, each player has two sets of cards, one set that he has seen, and another set that is kept face-down.

The remainder of the cards are to be kept in the center of the table and are called the 'Stock'.

A discard pile is created when the first player discards. If the top card of the discard pile turns out to be a red Three, a Deuce, or a Joker, then the discard pile is locked and cannot be picked up. When any other card is discarded and becomes the top card, the discard pile is unlocked and may be picked up on a player's turn.

THE PLAY

The objective is to get rid of all the cards from your 'Hand', and then 'Foot' by creating 'Melds'. A meld is a set of 3 - 7 cards of the same rank, that are placed face-up. A meld belongs to the team, and not any individual player. After a meld of three or more cards starts, more cards can be added to it until there are seven cards in the pile. It then becomes a 'Closed Pile' or 'Book'.

Deuces and Jokers can be used as Wild cards in melds provided that there is at least one more natural card than the number of Wild cards. Jokers and Deuces may also be combined into a meld to create a "Joker" book. Red and black Threes may not be combined into Melds.

TYPES OF MELDS

'Clean' or natural meld - Seven or more real cards of the same rank ('Red' Book).

'Dirty' or wild meld – At least seven cards, with at least one wild card. Wild Cards may never equal or exceed the number of real cards. Example 1: 5 Nines and two Wild Cards. Example 2: 4 Nines and 3 Wild Cards. ('Black' Book).

When a Book is complete, it is identified as Red (Clean) or Black (Dirty). Red Books are signified by placing a red copy of the card on to if possible. Black Books are signified by placing a black copy of the card on top if possible; or placing a Wild Card on top.

Red Book: All natural cards, no Wild Cards (500 Points).

Black Books: Natural cards with at least one Wild Card, but less than the total number of natural cards (300 Points).

Joker Book: Joker books are considered Red Books, but count (1,500 Points).

Red Threes: 300 Points each

Black Threes: -100 Points each

GAME PLAY

Each player picks up their 'hand', and play begins with the player on the left side of the dealer. For the first round, the player is supposed to draw three cards from the Stock on each turn, and then discard one card on each turn. Players may not lay down cards in books until they are able to "break" the point limit. The point limit in the first game is 70 points. This means that the playable melds in hand must equal to or exceed 70 points in order for the player to lay them down and be able to lay down cards in the future. Red Threes cannot be played if the point limit has not been broken.

Example: A player has 11 cards to begin with and draws three cards to start their turn. In their hand, they only have two playable melds: four 6's and 3 Jacks. Each 6 is worth 5pts and each Jack is worth 10. That means the player is able to play 50 points worth of cards. Therefore, the player would not be able to lay down cards because they did not meet the 70 point limit. They would discard a card in their hand and play would move to the next player.

Say the player, on their next turn, drew three more Jacks. The player now has 80 points total and can break the point limit. The player is now able to lay down their melds. From this point on, the player can play additional melds, or add individual cards to melds on the table without being concerned about the point limit.

Breaking the point limit applies to teams as well. If one player on the same team is able to break the point limit on their turn, from that point on, all players on their team may now play cards as usual.

Use the table for point limits and draw requirements for each round:

Round	Cards Drawn Per Turn	Point Limit to Meld
1	3	70 Points
2	4	90 Points
3	5	120 Points
4	6	150 Points

Picking Up the Pile

Rather than drawing from the Stock, the player also has the option of 'picking up the pile', which means that they may choose to pick up the entire discard pile instead. However, this is only an available option if the top card of the discard pile is 1) not any of the locking cards (Deuce, Joker, or black Three and 2) the player is holding at least two cards of the same rank as the top card OR has an open meld or book of the same rank on the table. If no meld exists of the top card of the discard pile, the top card must be used to play a meld, with at least two additional cards of the same rank that were in your hand. These three cards (the two they are holding and the top discard) must be immediately laid out, possibly along with the other cards they are holding. Also keep in mind that, the player's team must have melded till then, or the player is melding while picking up the pile.

If the player/the player's team has not broken the point limit yet, only the top card of the discard pile and the cards that were already in the player's hand can be used towards the points needed to break the point limit: the other cards in the discard pile cannot be used towards points needed for the point limit.

Completing a Meld/Creating a Book

When a meld reaches seven cards, it becomes a 'Book' and is completed. The player places them in a single stack, with the topmost card being a Red for 'Clean' and Black for 'Dirty'. If the player has additional cards in hand of the same rank, they may continue to add cards to the completed book, or may choose to create a new meld, provided that they have at least three cards of the same rank in hand. If the new meld reaches at least seven cards, it will be considered a completed book as well.

Going Into Your Foot

As you go on making melds and discarding, the number of cards in 'Hand' keep reducing, until you run out of cards in your hand. When you run out of cards in your Hand, you then go on to the 'Foot'. If you run out of cards by discarding the last card in your Hand, you need to announce that you are going into your Foot and may pick up and view your Foot. You may begin playing from your Foot on your next turn.

If you play all your cards without needing to discard, you may immediately pick up and play from your Foot. You must announce that you are going into your Foot, and may draw it and continue playing, adding to or creating any melds from the cards revealed.

Going Out

To 'Go Out', the player must get one Clean and one Dirty, and get completely rid of the cards in their Hand and their Foot. Players who meet these criteria may go out by either playing all of their cards or discarding their final card. If a player has not met the criteria and would run out of cards by playing all of their cards or discarding their final card, the player cannot do so, and must retain at least one card in hand following their discard.

If a player wishes to go out and is part of a team, the player must ask for and receive consent from their partner(s) to go out.

HOW TO KEEP SCORE

When a player goes out, it marks the end of the round. The players are then supposed to calculate their scores, recording the 'meld count' first. The players then calculate their second point count, which is calculated from each card's value that is played. If any card is left in the player's hand, it will count against the score for that round:

Item Value	Point Value
Clean Book	500 Points
Dirty Book	300 Points
Joker Book	1,500 Points
Red Three	300 Points
Black Three	-100 Points
Cards 4 – 8	5 Points
Cards 9 – King	10 Points
Aces and Deuces	20 Points
Jokers	50 Points

The person or team with the highest score wins the round. The first to 20,000 points or the most points after 4 rounds wins.